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10/616,811

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Samson Mkrtchyan

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EXAMINER

ZHU, RICHARD Z

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PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No. 10/616,811	Applicant(s) MKRTCHYAN ET AL.	
	Examiner RICHARD Z. ZHU	Art Unit 2625	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 03 July 2008.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 23-28,34-36 and 52-85 is/are pending in the application.
- 4a) Of the above claim(s) 9-11,16,17,22,29-33 and 37-51 is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 23-28,34-36 and 52-85 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 07/09/2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. _____ |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date <u>01/21/2005 and 08/05/2005</u> . | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Priority

1. Acknowledgment is made of applicant's claim for domestic priority based on 60/394568 and 60/396862 filed on 07/09/2002 and 07/18/2002.

Response to Election

2. Acknowledgement is made of applicant's election without traverse of Claims 23-26, 28, 34-36, and 52-85 for examination on the merits.

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

4. Claims 23-28, 34-36, and 52-85 are rejected under 35 USC 103(a) as being unpatentable over *Reilly (US 6401150 B1)* in view of *Stockdale et al. (US 6503147 B1)*.

Regarding the apparatus of Claim 23 and therefore method of Claim 24, *Reilly*
discloses a network machine printer (**Fig 6, Printer 410 and see Col 9, Rows 10-20**),
comprising:

a processor (**Fig 6, CPU 416**);

a first communication port coupled to the processor (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture shown in Col 5, Rows 5-15 for providing an interface for IDP ports that connects to a plurality of host computers 400 over the network**);

a second communication port coupled to the processor (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture shown in Col 5, Rows 5-15 for providing an interface for IDP ports that connects to a plurality of host computers 400 over the network**);

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture using a UNIX based program, see Col 5, Rows 15-25**), the program instructions comprising:

determining when a first device is coupled to the first communication port (**Col 6, Rows 13-24, IDP emulator for detecting incoming communication from a newly connected client, see also Col 5, Rows 32-42**);

notifying a second device coupled to the second communication port when the first device is coupled to the first communication port (**Col 6, Rows 45-55, sending asynchronous status updates to a previously connected client, said status update includes number of elements within print queue 82, information indicative of various other clients who had established communication session with the network printer; see Col 4, Rows 45-56**); and

establishing a communication session with the first device (**Col 6, Rows 25-44. By way of reviewing, a first client establishes a first communication session with the network printer via the first communication port inquiring network printer resources. The network printer places the client on its queue and updates its status information. Then the network printer asynchronously reconnects to other clients on its queue informing them of its current status. When resources becomes available and the queue order indicates that it is the first client's turn to submit print data, the CSCP implementation on the client and server nodes then negotiate the port where connection can be established and print data can be submitted to the network printer from the first client).**

Reilly does not disclose the network printer being a gaming machine printer connected to a cashless enabled game.

Stockdale discloses a gaming machine printer connected to a cashless enabled game (**Fig 2, Printer 238 connected to the main cabinet 4 of gaming machine 2 shown in Fig 1) connected to a processor (Figs 2-3, Peripheral Controller 234 and Control Microprocessor 312) having program instructions executable by the process stored within a memory (Col 11, Rows 1-10) for notifying a cashless enabled gaming machine its current peripheral configurations and status information (Col 11, Rows 10-20 and Rows 55-65) via an established communication port (Fig 2, Hub 230).**

It would've been obvious to one of ordinary skill in the art at the time of the invention was made to implement the network printer of *Reilly* as the gaming machine printer of

Stockdale connected to a cashless enabled gaming machine so as to execute printing operations for the plurality of peripheral devices and the cashless enabled gaming machine connected to the printer over the network whereas the motivation would've been to provide an advantageous network gaming machine printer where network traffic is advantageously reduced (*Reilly*, Col 7, Rows 64-67).

Regarding the apparatus of Claim 25 and therefore method of Claim 26, *Reilly* discloses a network machine printer (Fig 6, Printer 410 and see Col 9, Rows 10-20), comprising:

a processor (**Fig 6, CPU 416**);

a plurality of communication ports coupled to the processor (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture shown in Col 5, Rows 5-15 for providing an interface for a plurality of IDP ports that connects to a plurality of host computers 400 over the network**);

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture using a UNIX based program, see Col 5, Rows 15-25**), the program instructions comprising:

for each of the plurality of communication ports, determining if a device is coupled to the communication port (**Col 6, Rows 13-24, IDP emulator for detecting incoming communication from a newly connected client, see also Col 5, Rows 32-42**); and

establishing a communication port as a native port when a device is detected on the communication port (**Col 6, Rows 25-44. When printing resources became available, a connection is established with a requesting host device recorded on a queue for transmitting the actual print job over to the network printer. Said port for establishing the connection for transmitting the actual print job would be the native port; said actual print job being different from the referencing information disclosed at Col 4, Rows 30-45).**

Reilly does not disclose the network printer being a gaming machine printer connected to a cashless enabled game.

Stockdale discloses a gaming machine printer connected to a cashless enabled game (**Fig 2, Printer 238 connected to the main cabinet 4 of gaming machine 2 shown in Fig 1)** connected to a processor (**Figs 2-3, Peripheral Controller 234 and Control Microprocessor 312**) having program instructions executable by the process stored within a memory (**Col 11, Rows 1-10**) for notifying a cashless enabled gaming machine its current peripheral configurations and status information (**Col 11, Rows 10-20 and Rows 55-65**) via an established communication port (**Fig 2, Hub 230**).

It would've been obvious to one of ordinary skill in the art at the time of the invention was made to implement the network printer of *Reilly* as the gaming machine printer of *Stockdale* connected to a cashless enabled gaming machine so as to execute printing operations for the plurality of peripheral devices and the cashless enabled gaming machine connected to the printer over the network whereas the motivation would've been to provide

an advantageous network gaming machine printer where network traffic is advantageously reduced (*Reilly*, Col 7, Rows 64-67).

Regarding the apparatus of Claim 27 and therefore method of Claim 28, *Reilly* discloses a network machine printer (Fig 6, Printer 410 and see Col 9, Rows 10-20), comprising:

a processor (**Fig 6, CPU 416**);

a communication port (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture shown in Col 5, Rows 5-15 for providing an interface for IDP ports that connects to a plurality of host computers 400 over the network**);

a nonvolatile memory store coupled to the processor (**Col 9, Rows 8-22, static memory ROM 412**);

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, (**Fig 6, ROM 412 and see Col 9, Rows 12-15, ROM being used to implement network layer architecture using a UNIX based program, see Col 5, Rows 15-25**) the program instructions comprising:

storing a status of the network printer in the nonvolatile memory (**Col 9, Rows 8-22, RAM 414 being used to implement the print queue means that status information corresponding to the composition of the print queue is part of the status information**

transmitted to the host device via the transport network layer; therefore status information is stored within ROM 412); and

transmitting the status of the gaming machine printer to a gaming machine via the communication port (**Col 6, Rows 45-55, sending asynchronous status updates to a previously connected client, said status update includes number of elements within print queue 82, information indicative of various other clients who had established communication session with the network printer; see Col 4, Rows 45-56).**

Reilly does not disclose the network printer being a gaming machine printer connected to a cashless enabled game.

Stockdale discloses a gaming machine printer connected to a cashless enabled game (**Fig 2, Printer 238 connected to the main cabinet 4 of gaming machine 2 shown in Fig 1)** connected to a processor (**Figs 2-3, Peripheral Controller 234 and Control Microprocessor 312**) having program instructions executable by the process stored within a memory (**Col 11, Rows 1-10**) for notifying a cashless enabled gaming machine its current peripheral configurations and status information (**Col 11, Rows 10-20 and Rows 55-65**) via an established communication port (**Fig 2, Hub 230**);

wherein locking the status in the nonvolatile memory when the microprocessor controlling the gaming machine printer determines that the communications link is interrupted due to power failure (**Col 10, Rows 45-58**).

It would've been obvious to one of ordinary skill in the art at the time of the invention was made to implement the network printer of *Reilly* as the gaming machine printer of

Stockdale connected to a cashless enabled gaming machine so as to execute printing operations for the plurality of peripheral devices and the cashless enabled gaming machine connected to the printer over the network whereas the motivation would've been to provide an advantageous network gaming machine printer where network traffic is advantageously reduced (*Reilly*, Col 7, Rows 64-67).

Regarding Claim 34, *Reilly* discloses the network printer initiating the determination when the network printer is first connected to the client device (Col 5, Row 50 – Col 6, Row 24, IDP Emulator 40, Non-IDP Network Manager 10, Parallel Port Manager 20, and IDP network Managers 30 monitors connection requests on all non-IDP and IDP ports and establishing a port for proper communication once a request is received).

Reilly as modified by *Stockdale* would have a gaming machine printer monitoring all its ports for connection requests from a cashless enabled gaming machine and determining when the gaming machine printer is first connected to the cashless enabled gaming machine.

Regarding Claim 35, *Reilly* as modified by *Stockdale* discloses a gaming machine network printer that:

determining if the cashless enabled game is using a communication port by checking for communication signals present on the communication port (*Reilly*, Fig 4, Step S600 and see Col 8, Rows 12-24, IDP network manager on the printer opens a connection to a well known CSCP port to determine whether a service request has been made by an IDP host to said CSCP port. IDP host being the cashless enabled gaming machine of *Stockdale*);

establishing a communication session through the communication port to the cashless enabled game (*Reilly*, Fig 4, Step 602 and see Col 8, Rows 12-24, a connection session is set up between the printer and the IDP host by the connection services layer 60 via the socket services layer 50. See Col 5, Rows 34 – 50, listen, accept, and connect command of socket protocol calls); and

setting up the communications port driver for communications in the native language of the cashless enabled game (*Reilly*, Fig 4, Step S606 - S610, establishing the connection session via the CSCP port to receive print job request by communicating with the host device in its native language. This of course is done by parallel port I/O manager 20 of Fig 2, which is designed to handle both IDP and non-IDP drivers or utilities to enable a host to communicate with the network printer, see Col 5, Rows 50-55).

Regarding Claim 36, *Reilly* as modified by *Stockdale* discloses initiating the determination when the gaming machine printer is powered up (*Stockdale*, Col 9, Rows 16-30. This should be inherent to the network printer of *Reilly* because if the processor for the printer is un-powered, it couldn't possibly execute the operations necessary to maintain and monitor activities on the network).

Regarding the apparatus of Claim 52 and therefore the method of Claim 69, *Reilly* discloses a network machine printer (Fig 6, Printer 410 and see Col 9, Rows 10-20), comprising:

a plurality of communication ports (Fig 6 and see Col 5, Rows 5-15, an interface provided for ports connected with a plurality of IDP and non-IDP hosts 400); and

a controller adapted to concurrently establish a communication session on one or more of the communication ports connected to one or more hosts (**Col 5, Rows 5-15 and Col 7, Rows 9-17 and see Col 9, Rows 8-22, the CPU 416 being used to implement the network layer architecture for communicating concurrently with a plurality of hosts 400**).

Reilly does not disclose the network printer being a gaming machine printer connected to one or more cashless enabled game.

Stockdale discloses a gaming machine printer connected to a cashless enabled game (**Fig 2, Printer 238 connected to the main cabinet 4 of gaming machine 2 shown in Fig 1**) connected to a processor (**Figs 2-3, Peripheral Controller 234 and Control Microprocessor 312**) having program instructions executable by the process stored within a memory (**Col 11, Rows 1-10**) for notifying a cashless enabled gaming machine its current peripheral configurations and status information (**Col 11, Rows 10-20 and Rows 55-65**) via an established communication port (**Fig 2, Hub 230**).

It would've been obvious to one of ordinary skill in the art at the time of the invention was made to implement the network printer of *Reilly* as the gaming machine printer of *Stockdale* connected to one or more cashless enabled gaming machines so as to execute printing operations for the plurality of peripheral or host devices connected to the printer over the network whereas the motivation would've been to provide an advantageous network gaming machine printer where network traffic is advantageously reduced (*Reilly, Col 7, Rows 64-67*).

Regarding the apparatus of Claim 53 and therefore the method of Claim 70,
Reilly discloses wherein the controller is further adapted to use any of the plurality of communication ports as a communication port for downloading printer program instructions **(Col 7, Rows 57-67, before submitting the actual print job, job information are submitted by host computers to a print queue where the examiner interpret job information as substantially the equivalent of printer program instructions).**

Regarding the apparatus of Claim 54 and therefore the method of Claim 71,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the controller is further adapted to use any of the communication ports as a communication port for downloading information into a memory of the gaming machine printer, the information utilized in the configuration of printed output from the gaming machine printer **(*Reilly*, Col 7, Rows 9-18, Rows 57-67 and Col 8, Rows 1-11, the network printer can receive print job information and actual print job at any of the communication ports that has properly established communication sessions with host devices 400, the actual print job being information indicative of printed output from the network printer).**

Regarding the apparatus of Claim 55 and therefore the method of Claim 72,
Reilly discloses wherein each of the plurality of communication ports are for communication using a protocol selected from the group including a serial protocol, a parallel protocol, a Universal Serial Bus protocol and an Ethernet protocol **(Col 5, Rows 5-15 and Rows 50-65, at least parallel port/protocol manager 20 and ADSP/Ether Talk protocol).**

Regarding the apparatus of Claim 56 and therefore the method of Claim 73,
Reilly discloses wherein the controller is further adapted to use any of the plurality of communication ports as a port for uploading gaming machine printer configuration information to a host (**Col 6, Rows 45-55, uploading status information of the network printer to host devices who submitted job information to the print queue**).

Regarding the apparatus of Claim 57 and therefore the method of Claim 74,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the plurality of communication ports include a primary port connected to a gaming machine and a second primary port connected to a host (***Reilly*, Fig 6, Hosts 400 and Col 5, Rows 5-15, Row 65- Col 6, Row 24, any of the communication ports supporting any of the IDP or non IDP host devices can be the first and second primary ports**), and

wherein the controller is further adapted to disconnect primary port connected to the cashless enabled game while the host is connected at the second primary port (**Col 5, Rows 40-42, a close call for closing existing connections**); and

receive program instructions and data from the host connected to the second primary port (**Col 6, Rows 45-55 and Col 8, Rows 1-10, reconnecting to a host device to obtain actual print job data to proceed with execution of printing**).

Regarding the apparatus of Claim 58 and therefore the method of Claim 75,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the controller is further adapted to detect when the host has been connected to the gaming machine printer (***Reilly*, Col 5, Row 50 – Col 6, Row 24, IDP Emulator 40, Non-IDP**

Network Manager 10, Parallel Port Manager 20, and IDP network Managers 30 monitors connection requests on all non-IDP and IDP ports and establishing a port for proper communication once a request is received).

Regarding the apparatus of Claim 59 and therefore the method of Claim 76, *Reilly* as modified by *Stockdale* would have the gaming machine network printer wherein the controller is further adapted to use any of the communication ports as a port for uploading to a host statistical data related to operation and output of the gaming machine printer (Col 6, Rows 45-55, uploading status information of the network printer to host devices who submitted job information to the print queue. See also Col 4, Rows 45-60).

Regarding the apparatus of Claim 60 and therefore the method of Claim 77, *Reilly* as modified by *Stockdale* would have the gaming machine network printer wherein the controller further adapted to identify a communication port to use as a primary port to communicate with a cashless enabled game (Col 6, Rows 40-44, negotiate the ports over which the client/server connection will take place, establish the connection, and return to their client, or host devices over the network).

Regarding the apparatus of Claim 61 and therefore the method of Claim 78, *Reilly* as modified by *Stockdale* would have the gaming machine network printer wherein the controller further adapted to detect the program instructions further comprising detecting when a host has been coupled to the gaming machine printer (Col 6, Rows 15-18, IDP emulator 40 monitors all ports to identify IDP and non IDP host devices attempting to establish connection with the network printer).

Regarding the apparatus of Claim 62 and therefore the method of Claim 79,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the controller further adapted to:

receive printable objects from the gaming machines or hosts connected by the one or more communication ports (*Reilly*, Col 8, Rows 1-11, **obtaining the actual print job data from the host device through the network layer**); and

print the printable objects (*Reilly*, Col 8, Rows 8-11, **obtaining the actual print job data for PDL interpreter 90 for printing at the network printer**).

Regarding the apparatus of Claim 63 and therefore the method of Claim 80,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the printable objects are selected from a group including a voucher, a receipt and a ticket (*Stockdale*, Col 6, Rows 10-15).

Regarding the apparatus of Claim 64 and therefore the method of Claim 81,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein a first communication port of the plurality of communication ports is for communications using a first communication protocol and a second communication port of the plurality of communication ports is for communications using a second communication protocol (*Reilly*, Col 5, Rows 5-15, **a first group of protocols for communicating with IDP host devices and Col 6, Rows 1-12, a second group of protocols for communication with non-IDP host devices**).

Regarding the apparatus of Claim 65 and therefore the method of Claim 82,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the first communication protocol is different from the second communication protocol (*Reilly*, Col 5, Rows 5-15 and Col 6, Rows 1-12, the first group comprising ADSP/EtherTalk, ADSP/LocalTalk, SPX (Novell), TCP/IP and bi-directional Centronics is different from the second group comprising PAP/LT, PAP/ET, TCP/IP port 9100, "1pr" /TCP/IP).

Regarding the apparatus of Claim 66 and therefore the method of Claim 83,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the first communication protocol and the second communication protocol are the same (*Reilly*, Col 5, Rows 5-15 and Col 6, Rows 1-12, the same protocol can and will apply when two IDP or non-IDP host devices are concurrently communicating with the network printer).

Regarding the apparatus of Claim 67 and therefore the method of Claim 84,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the first communication protocol and the second communication protocol are selected from the group including serial, parallel, Universal Serial Bus (USB) and Ethernet (Col 5, Rows 5-15 and Rows 50-65, at least parallel port/protocol manager 20 and ADSP/Ether Talk protocol).

Regarding the apparatus of Claim 68 and therefore the method of Claim 85,
Reilly as modified by *Stockdale* would have the gaming machine network printer wherein the controller further adapted to:

receive on the first communication port printable objects for printing by the gaming machine printer (**Col 6, Rows 45-55, when the print job information is dequeue from the queue, reconnect to the external host device at a second port for a second communication with the actual print job data**); and

receive on the second communication port programming instructions used to implement receiving the printable objects on the first communication port (**Col 6, Rows 12-24, receiving a first communication from an external device with print job information at a first port and close connection once print job information is stored into the queue**).

Conclusion

5. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure: US 5119295 A, US 5732199 A, US 5937151 A, US 6088119 A, US 7227659 B2 discloses apparatus or network printers connected to a network of host or peripheral devices for implementing a plurality of operations on the basis of the data transmitted within the network.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to examiner Richard Z. Zhu whose telephone number is 571-270-1587 or examiner's supervisor King Y. Poon whose telephone number is 571-272-7440. Examiner Richard Zhu can normally be reached on Monday through Thursday, 7:30 - 4:00.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

RZ²
07/23/2008

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